Sunday 11th June 2023 (Microsoft Teams with James)

Time: 10am - 10.30am

| Agenda | Description |
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| Setting up Git Repository | 1. James Craigie set up a git repository on Github and added Yu Sheng as a collaborator 2. A ReadMe file and git ignore file was added to the repository |
| Whiteboxing Preliminary Discussion | 1. James and Sheng engaged in discussion on the definition of whiteboxing and specifically what should be focused on during the whiteboxing stage. 2. Four main elements of the game were briefly discussed:    1. Layout - Determining a source of inspiration, if any.    2. Game Play Mechanics - Movement and jumping    3. Environment Interactions - Guns and pickups    4. Enemy speed, behaviors and spawn rate |
| Approaches | 1. James highlighted the problem of not knowing where to start and whether everything that is to be worked on should be thoroughly researched 2. James suggested to setup a meeting with Kemi to clarify the methods of approach taken |
| Follow-up actions | 1. Schedule a meeting with Kemi |

Monday 12th June 2023 (Microsoft Teams Joint Meeting with Kemi)

Time: 4pm - 5pm

| Agenda | Description |
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| Approaches | 1. James explained to Kemi that he had difficulties on knowing where and how to start on the project. 2. Kemi demonstrated various previous dissertation projects. The various dissertation projects shown included specific methodologies being adopted (scrum, agile, etc.) and structure of the dissertation reports and corpus. |
| Schedule of next meeting | 1. James proposed to meet again next week Friday 23rd June 2023 at 12pm. 2. Kemi agreed on the time and reiterated that should there be any issues before the meeting, do feel free to contact her via email. |
| Further Discussion | 1. James and Sheng stayed back on the meeting after Kemi left at 4.45 to engage in further discussions.    1. Both parties agreed on not fully segregating specific sections of the project and instead to work together on the chunks of the basic structure of the project    2. Both parties also agreed to adopt the scrum methodology for the development of the dissertation project |
| Follow-up actions | 1. To prepare a scrum development spreadsheet |

Monday 20th June 2023 (In-person meeting with James in the library)

Time: 1.30pm

| Agenda | Description |
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| James’ Progress on the Unity Project | 1. James informed Sheng that he has been working on the Unity Project and showed Sheng his work so far. 2. Sheng asked James whether he has committed anything and James said he hasn’t. 3. Sheng and James deliberated on whether to work with what they have currently or start a new project from scratch. Came to an agreement that we should continue with what he has developed so far. 4. Sheng and James work together to do an initial commit. |
| Focus on the implementing scrum | 1. James brought up that we would need to do some reading to properly implement scrum methodology 2. James and Sheng agreed to go refine the scrum spreadsheet at the next meeting (21st June) |

Monday 20th June 2023 (Teams Meeting with James)

| Agenda | Description |
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| Bug Report | 1. James informed Sheng that he turned off sphere collider on health prefab as bullet holes were appearing on it |
| Additional Sprint | 1. James mentioned adding additional sound effects to the sprint (opening doors) so that a player is able to tell that something happen after the interaction with the button |
| Next Steps | 1. James and Sheng discussed various aspects of our next steps as we are close to finishing our 2nd Sprint. Specifically, we discussed about:    1. Unit Tests    2. Implementation stage of AI and PCG    3. Software/Game Design Principles 2. Sheng also informed James to review the meeting minutes that Sheng posted on Google Drive 3. Sheng and James agreed to do appropriate reading on software/game design principles so that they will be able to get together and discuss on possible approaches 4. Sheng and James also agreed to finalize what our early deliverables look like in the next meeting. 5. Additionally, Sheng and James also discussed on looking forward at the aim of our next few sprints in the next meeting |

Monday 28th June 2023 (Slack Meeting with James)

| Agenda | Description |
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| Agile | 1. James and Sheng completed their 2nd sprint. 2. Both parties worked together to complete the sprint retrospective, sprint review and the plan for Sprint 3. |
| Early Deliverables | 1. James and Sheng discussed in more detail the early deliverables and what the main item includes. |
| Sprint 3 | 1. James and Sheng agreed to start on Sprint 3 immediately while doing the necessary supplementary reading. |

Tuesday 29th June 2023 (Meeting in Kemi’s office with Kemi)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. During the meeting, James showcased the basic functionalities of our game to Kemi. He further expounded on the various mechanics that have been implemented and gave a progress update. In addition, Kemi proposed an enhancement for us to consider - the implementation of a global leaderboard. A brief discussion on databases ensued, with a particular focus on Kent’s unique Dragon database. 2. Sheng shared the table of contents for our joint dissertation report with Kemi. Her initial reaction seemed positive, and she suggested the potential reorganization of certain sections, either by merging or splitting them. Furthermore, she recommended the consolidation of Agile Development and DevOps into one overarching topic. 3. Sheng also provided Kemi with an overview of our early deliverables, outlining our progress thus far. Kemi expressed satisfaction with the pace and direction of our work. 4. We talked about design patterns and James said to Kemi that he would like to implement the observer pattern. |
| Meeting adjourned | 1. Kemi also noted that this will be the penultimate meeting conducted physically in her office, as future gatherings will transition to a virtual format on Zoom. The meeting concluded with a decision to schedule the next session with Kemi for 10 am next Thursday. |

Thursday 6th July 2023 (Meeting in Kemi’s office with Kemi)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. Kemi informed us on what we must submit. We need to submit a joint corpus, individual reports on the work we have done and individual dissertations. 2. Kemi asked for an update on the current progress of the project. Sheng shared his progress on DDA, his implementation of the state pattern with an interface and his progress with testing. James informed Kemi he has been working on the start screen and level progression as well as a simple implementation of the maze and observer pattern. 3. Kemi asked the question, is walking through a maze and escaping the enemies sufficient? More might need to be added to provide the player with a hook, how can the maze be made fun? 4. Kemi asked about the progress of the leaderboard. The team told her it is something we intend to implement but we are focusing more on core game mechanics at this stage. |
| Meeting adjourned | 1. Next week's meeting has been scheduled for the same time. |

Thursday 13th July 2023 (Online Meeting)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. Kemi gave some feedback on the source code from our early deliverable. Kemi mentioned that James’s event system did not use the UnityEvents which she suggested but instead used Action Events which are a legacy version of events. Kemi walked through the team on how to use the UnityEvents. James advised he would make some changes where possible. 2. James updated Kemi on the progress of the maze, with three algorithms created. James is in the process of created a SBPCG method using genetic algorithms but it is not fully built yet. 3. Sheng updated Kemi on the progress of the DDA. Sheng described the design of his approach and informed Kemi it was still being developed. Sheng hopes to have a working demo in two weeks time. |
| Meeting adjourned | 1. No meeting next week as James is away. Meeting scheduled for the 26th. |

Wednesday 26th July 2023 (Online Meeting)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. Sheng walked Kemi through his implementation of DDA and showed Kemi his work for his dissertation. He described how he built his fitness function based on his research/reading. 2. James demonstrated how the maze generation algorithm could be selected and showed an example of a GA generated maze. James talked through how the genetic algorithm generates a solution. 3. Kemi was pleased with work done so far. 4. We discussed what our goals were for the rest of the project. The team informed Kemi that we are only implementing the global leaderboard feature and then will be ready to deploy the game. 5. The team intends to deploy the game as a web application for ease of continuous integration and further work. 6. The team and Kemi discussed the corpus and what Kemi would like to see within the submission. Kemi showed the team examples of previous submission, giving details on corpus structure. 7. The team also discussed functional user testing. Kemi suggested we allow time for changes to be made following user testing. |
| Meeting adjourned | 1. Meeting schedule for next week on the 3rd August. |

Thursday 3rd August 2023 (Online Meeting)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. Is this usually the normal length of time for games like these? 2. How is it scored? Is it normally scored this way or? 3. Do we need to do something about our colors? 4. We need to show the player score even though its not high 5. Unity preferences - remember their name/session 6. There wasn’t any big death screen. She was quite shocked. 7. She asked whether the red balls was a number but it was health 8. Black box is exit - more obvious 9. Why do I have negative health? 10. Why is HUD top left? 11. What is their health usually when they start second level? 12. She didn’t notice the pickup when killing enemy 13. Does the user actually get to experience that difficulty level? 14. Statistics of user data 15. Size of the maze/maze of different sizes |
| Meeting adjourned |  |

Thursday 10th August 2023 (Online Meeting)

| Agenda | Description |
| --- | --- |
| Meeting with Kemi | 1. Went through feedback forms and talked through the results. 2. Showed Kemi a full run of the game. 3. HUD display needs to be changed. 4. Add new values into API stats. 5. Talked about corpus submission. |
| Meeting adjourned |  |